



THREE PLAYER

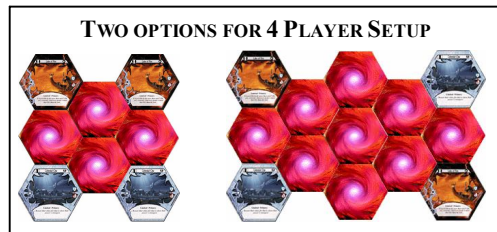
Use the beginning set-up shown on the right. Each faction may be only played by one player (multi-faction decks are still allowed as long as no one else uses the same faction).

After a first player is randomly determined, play continues to that player's left. Both the first and the last player must discard a tile and re-draw from their draw stack before beginning the game.

A player burns during their burn phase if they have fewer minions or strongholds adjacent to the Vortex than *either* other player. When the first player burns to zero Essence, they are out of the game and all of their tiles are flipped over and turn into energy tiles.

FOUR PLAYER TEAM (TWO ON TWO)

The four-player team variant pits two good factions against two evil factions. Each faction may be only played by one player (multi-faction decks are still allowed as long as no one else uses the same faction).



After the first player is randomly determined, play continues to that player's left. The player who goes first for each team must discard a random tile and draw a replacement from his draw stack.

Burning can be handled in two ways: single player burning or team burning. With the single player version burning is handled in one of the ways outlined in the three player variant. With team burning, the team controlling fewer sides of the Vortex burns and each team has a collective three Essence to burn. When your opponents' team has no more Essence, you win the game.

MULTIPLAYER VARIANTS

It can sometimes be difficult to motivate players to attack in a multiplayer game. Nobody wants to appear aggressive and invoke the wrath of the other players. Everyone just sits back and summons hordes of minions until they finally run out of space and encroach an opponent's territory. This finally triggers an attack and the rest of the game is bloody mayhem.

To the Victor Goes the Spoils

You can motivate players into attacking by rewarding the victor with the spoils of war. Whenever a player destroys an enemy tile, he gains "Kill Points" equal to the tile's cost to a minimum of one. When a player is defeated, by either losing all of his tiles or burning all of his essence, all the other players total up their Kill Points. The person with the most Kill Points for the defeated player is rewarded all of the defeated player's energy horde and any remaining essence counters. If there is a tie for the most Kill Points the victors must share the spoils equally. If there is an uneven number, round up to distribute equally.

Vassalage

If the players need even more incentive you can have the victor control the defeated player's minions (they realize your true might and acknowledge you as their rightful ruler). This actually isn't all that unbalanced since the player doesn't have many remaining minions left after he is defeated.

MINI DECKS

For varied play without any expansion packs for Maelstrom, here are some ideas for small (12 tile) decks that can be constructed from a single Maelstrom box.

You may wish to play as a shortened game by using 2 Essence counters instead of 3 for every player. Alternatively, use the *alternate discard stack rule*, but only increase the additional cost every re-shuffle by one energy counter.

MINI DECKS GAIANS vs DEEP

Tile	Quantity	Tile	Quantity
Sacred Grove	3	Hunting Grounds	3
Talux Caverns	1	Dova Magma	1
Sallicus Hive	1	Lotoa Forest	1
Sallicus Deathwasps	1	Razorfins	1
Forest Patrol	1	Galtheas Guard	1
Raxys Warriors	1	Sharaka	1
Karlyxis Cavalry	1	Anika Bloodfish	1
Raxys Hunting Party	1	Guardian of the Stone	1
Karlyxis Guard Beast	1	Coral Scout	1
Leech Hound	1	Shallow Hunters	1

HOST vs DRACONIS

Tile	Quantity	Tile	Quantity
Celestial City	3	Fiery Peaks	4
Loriel Cathedral	1	Nkai Temple	1
Birthing Chamber	1	Draconoid Berserkers	1
Lorian Battlewing	3	Draconoid Trooper	2
Lorian Channeler	2	Hatchlings	1
Eternal Throng	2	Nkalla Pillager	1
		Draconoid Shardlord	1
		Draconoid Battlelord	1

ARCANAE vs BROOD

Tile	Quantity	Tile	Quantity
Academy of the Arcane	4	Lake of Fire	3
Guard Hall	1	Thlotas Worm Tower	1
Iron Enforcer	3	Tower of Torment	1
Iron Guard	2	Karatas Shredder	1
Iron Commander	2	Kaltalas Slug	1
or		Chitonok	1
Tile	Quantity	Klatu Crawler	2
Academy of the Arcane	3	Chitarra Seeders	2

OFFICIAL TILE CORRECTIONS

The following tiles have official changes recommended by Fantasy Flight (they are only available as part of Maelstrom expansion sets).

Dova Magma: Traits now include Unique and Limited.

Harsh Judgment: Text now reads "Discard one of your minions in play and replace it with a minion from your hand. If the new minion has a higher Cost than the discarded minion, you must pay the difference in Energy."

Loriel Harbinger: Cost is now 7 Output. Traits now include Unique.

The Ascended: Cost is now 6 Output (though the Ascended still may not be summoned.)

EVENTS

Unless the text of an event tile tells you otherwise, you may only play the tile during your Action Phase. Some event tiles are played at other times. For instance, an event tile may have the text "Play during your Summon Phase," or "Play when your opponent draws a tile."

Many event tiles are free, but others have a Cost. You must pay this Cost in order to play the event tile. Most events cost energy, but a few require you to spend actions during your Action Phase.

It is important to note that each event tile belongs to a faction. *You may not play an event tile unless you already have a stronghold or minion of that faction in play.*

When your event is no longer in effect, discard the event into your discard stack.

RELICS

Relic tiles are similar to event tiles, but you may only bring relics into play during your Summon Phase. Bringing a relic into play is not the same as summoning a minion or stronghold.

Relics come into play in front of their owner, not adjacent to a stronghold, and not as part of the Vortex mass.

It is important to note that each relic has a faction. You may not play a relic unless you already have a stronghold or minion of that faction in play.

Like minions and strongholds, relics have special abilities. Some of these are passive, and remain in effect as long as the relic remains in play. Others are active, and require you to spend actions (and sometimes energy) during your Action Phase in order to use them.

DISCARD STACK RULE VARIANT

Under the official Maelstrom rules, once cards are discarded, they are not used again. This new rule still makes it worthwhile to make the most of your tiles, but you still stand a fighting chance if you have exhausted your draw stack.

As soon as you have emptied your draw stack, randomly reshuffle your discard stack and place the tiles face-down in front of you as your new draw stack. Place two energy counters beside the new draw stack. From now on, every time you draw a new tile (whether as an action or through special abilities), you must pay this number of energy counters as an additional cost.

Each time you empty your draw stack, place another two energy counters next to your new draw stack so the additional draw cost keeps increasing: two energy counters after going through your stack once, then four energy counters and so on.

VORTEX GENERATORS RULE VARIANT

This variation is set up just like normal, but the Vortex, while in play, does nothing except separate the initially played Strongholds. The Essence counters are not used. The difference is that the initially placed Strongholds (the Vortex Generators) require 8 points of damage before they are destroyed. Whoever loses their first Stronghold is out of the game. This would work well in a multiplayer mode, too.

FORTRESSES RULE VARIANT

In this version, don't use the Vortex at all, or the Essence counters. Use adjacent 10 pt. Strongholds as two starting tiles. Whoever loses their starting tile is out of the game.

FACTION GUIDE – THE FORCES OF GOOD

Arcanae: Not since the days of the seven founders has the magical utopia of the Arcanae been in such danger. Horrible beasts and blood-thirsty savages have slipped through the dimensional walls, leaving the High Council no choice: the Order of the Iron Guard must be awakened once more.

Host: From time immemorial, the Host have prepared for this day. The cosmic walls are cracking, and the forces of darkness are washing across the planes in a blood-soaked wave of horror. The time has come for the Host to fulfill their destiny... or face the unthinkable consequences.

Gaia: Somewhere deep in the shadowy forests of Gaia, a portal has opened. A new monster now stalks the night, hunting the hunters and destroying the sacred balance. If they are to survive, the warriors of the Raxys tribe must find the monster, destroy it, and seal the portal with their blood.

Loftis: Amongst the people of the Dominion sky-realms, there is an omen worse than any other: a mysterious sky-island, drifting on a black wind, covered in mysterious ruins. The sky-watchers have spotted the ruins just outside the Hadrian domain. For the first time since the great fall, Otto Hadrian is afraid.

FACTION GUIDE – THE FORCES OF EVIL

Draconis: For a thousand years, the dragon emperor has expanded his domain through diplomacy, guile, and brutal warfare. Now the walls between the planes are thinning, and the time has come for the Draconis empire to expand once more. The time has come for invasion.

Brood: From the valley of locusts to the shores of the burning sea, the word has gone out: the gates have opened, and the weak are ripe for the taking! Now the brood are pouring out from their stygian realm and across the planes, leaving chaos and pain in their wake.

Deep: The prophecy of the Green Stone is being fulfilled. The tide is rising, and Grokos is flooding once more. Soon, the hunters of the deep will rise up and stalk the surface creatures as they did in the glorious days of old.

Necris: In the two centuries since the deathlords rose to power, the humans of Dukaris have known nothing but pain, misery, and despair. The fortunate ones live like beasts in the wastelands, hunted for their blood. The rest are kept as livestock by the undead horrors who rule the realm. But if the rumors are true, there are strangers in the Bloodwoods: humans with magic to rival even the deathlords. If the rumors are true, there is hope.